

1993 Product Release Schedule

(SHIP MONTHS)

	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE	JULY	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
Dungeons & Dragons												
Dungeons & Dragons •												
Advanced Dungeons & Dragons												
FORGOTTEN REALMS												
Dragonlance												
Al-Qadim												
Dark Sun												
Ravenloft												
GREYHAWK ADVENTURES												
Star Wars												
AMAZING												
FLICK												
CRASH												
Star Wars												



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1993 TSR Master Catalog-Collector's Edition

Now, for the first time ever, collecting game references is as profitable as collecting a hardcover edition of the D&D Player's Handbook. Here are some of the information about TSR's most popular line for 1993.

The 1993 TSR Master Catalog Collector's Edition is the place for the buying public to discover what's new and what's popular, game supplements, newly published, and convenient to all of TSR's game worlds. Additionally, 12 pages of materials designed specifically for role-playing game references appear in the collector's edition and include:

TSR's 1993-1994 Year
On-line Star Line
Suggested Retail Price: \$29.95 (US \$34.95)
ISBN: 0-897-021-1-1
Pages: 120 (120 pages)
Weight: 1.5 lbs (1.5 lbs)
Size: 11" x 11" x 11"

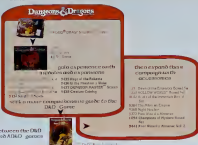




Product Tree

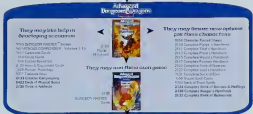
Here is your key to understanding TSR's D&D and AD&D product lines—and again later. This product tree shows all of the different adventure worlds and our most popular products. Please start buying the products at the top of the tree and progress to the various adventures and novels on the bottom.

Many players begin with the DUNGEONS & DRAGONS® Game system.



The perfect bridge between the D&D and AD&D games.

Many players with previous experience go on to the ADVANCED DUNGEONS & DRAGONS® Game system.



They may locate these campaigns in a variety of generated backgrounds.

High New World Fantasy	Barbarian Fantasy	Barbarian Fantasy	Mythic Fantasy	Mythic Fantasy	Mythic Fantasy	Mythic Fantasy
1. The Dungeon Master's Guide (1st Edition)	1. The Dungeon Master's Guide (1st Edition)	1. The Dungeon Master's Guide (1st Edition)	1. The Dungeon Master's Guide (1st Edition)	1. The Dungeon Master's Guide (1st Edition)	1. The Dungeon Master's Guide (1st Edition)	1. The Dungeon Master's Guide (1st Edition)
2. The Player's Handbook (1st Edition)	2. The Player's Handbook (1st Edition)	2. The Player's Handbook (1st Edition)	2. The Player's Handbook (1st Edition)	2. The Player's Handbook (1st Edition)	2. The Player's Handbook (1st Edition)	2. The Player's Handbook (1st Edition)
3. The Monster Manual (1st Edition)	3. The Monster Manual (1st Edition)	3. The Monster Manual (1st Edition)	3. The Monster Manual (1st Edition)	3. The Monster Manual (1st Edition)	3. The Monster Manual (1st Edition)	3. The Monster Manual (1st Edition)
4. The Equipment Guide (1st Edition)	4. The Equipment Guide (1st Edition)	4. The Equipment Guide (1st Edition)	4. The Equipment Guide (1st Edition)	4. The Equipment Guide (1st Edition)	4. The Equipment Guide (1st Edition)	4. The Equipment Guide (1st Edition)
5. The Dungeon Master's Guide (2nd Edition)	5. The Dungeon Master's Guide (2nd Edition)	5. The Dungeon Master's Guide (2nd Edition)	5. The Dungeon Master's Guide (2nd Edition)	5. The Dungeon Master's Guide (2nd Edition)	5. The Dungeon Master's Guide (2nd Edition)	5. The Dungeon Master's Guide (2nd Edition)
6. The Player's Handbook (2nd Edition)	6. The Player's Handbook (2nd Edition)	6. The Player's Handbook (2nd Edition)	6. The Player's Handbook (2nd Edition)	6. The Player's Handbook (2nd Edition)	6. The Player's Handbook (2nd Edition)	6. The Player's Handbook (2nd Edition)
7. The Monster Manual (2nd Edition)	7. The Monster Manual (2nd Edition)	7. The Monster Manual (2nd Edition)	7. The Monster Manual (2nd Edition)	7. The Monster Manual (2nd Edition)	7. The Monster Manual (2nd Edition)	7. The Monster Manual (2nd Edition)
8. The Equipment Guide (2nd Edition)	8. The Equipment Guide (2nd Edition)	8. The Equipment Guide (2nd Edition)	8. The Equipment Guide (2nd Edition)	8. The Equipment Guide (2nd Edition)	8. The Equipment Guide (2nd Edition)	8. The Equipment Guide (2nd Edition)
9. The Dungeon Master's Guide (3rd Edition)	9. The Dungeon Master's Guide (3rd Edition)	9. The Dungeon Master's Guide (3rd Edition)	9. The Dungeon Master's Guide (3rd Edition)	9. The Dungeon Master's Guide (3rd Edition)	9. The Dungeon Master's Guide (3rd Edition)	9. The Dungeon Master's Guide (3rd Edition)
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13. The Dungeon Master's Guide (4th Edition)	13. The Dungeon Master's Guide (4th Edition)	13. The Dungeon Master's Guide (4th Edition)	13. The Dungeon Master's Guide (4th Edition)	13. The Dungeon Master's Guide (4th Edition)	13. The Dungeon Master's Guide (4th Edition)	13. The Dungeon Master's Guide (4th Edition)
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15. The Monster Manual (4th Edition)	15. The Monster Manual (4th Edition)	15. The Monster Manual (4th Edition)	15. The Monster Manual (4th Edition)	15. The Monster Manual (4th Edition)	15. The Monster Manual (4th Edition)	15. The Monster Manual (4th Edition)
16. The Equipment Guide (4th Edition)	16. The Equipment Guide (4th Edition)	16. The Equipment Guide (4th Edition)	16. The Equipment Guide (4th Edition)	16. The Equipment Guide (4th Edition)	16. The Equipment Guide (4th Edition)	16. The Equipment Guide (4th Edition)
17. The Dungeon Master's Guide (5th Edition)	17. The Dungeon Master's Guide (5th Edition)	17. The Dungeon Master's Guide (5th Edition)	17. The Dungeon Master's Guide (5th Edition)	17. The Dungeon Master's Guide (5th Edition)	17. The Dungeon Master's Guide (5th Edition)	17. The Dungeon Master's Guide (5th Edition)
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They can expand their campaign with accessories.

They can acquire new gaming accessories with modules.

They can seek more adventures in novels.